

ABSTRACT

During operation of a casino game, a hint feature is displayed with a displayed decision-making game round under control of a processor. A memory may store a plurality of decision-making game rounds. A hint contains response information for a player to increase the player's odds in winning the game round. The displaying of the hint feature may occur at a random statistical frequency, based upon player hesitation, or a prevailing position in the game round. The hint is stored with each game round or is dynamically determined for the displayed game round.